

PATENT SPECIFICATION

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(54) AN AMUSEMENT DEVICE

(71) We, LOEWEN-AUTOMATEN GERMARD W. SCHULZE, of 20—30 Im Tiergarten, 6530 Bingen 12, Germany (Fed Rep), a German company, do hereby declare the invention, for which we pray that a patent may be granted to us, and the method by which it is to be performed, to be particularly described, in and by the following statement:—

The present invention relates to amusement devices. Amusement devices used for leisure time occupation are known in varied forms. Thus, for example, a coin operated gaming device promising a win having one or more game symbol carriers on which the game symbols are applied, are known in which after inserting the required coin or coins for a game, which are added up in a credit counter, the play cycle begins. During the playing time of the game the coin value for a game is subtracted from the credit counter or if a "special" game counter records a credit, a game is subtracted from this count. The game symbol carriers are now stopped in a predetermined sequence according to the game system whereby in accordance with the end positions of the game symbol carriers winning or losing combinations are provided. When a win condition appears coin units are credited to the credit counter. It is now possible for the player to demand back the credit owing to him, whereby this credit is paid back via the paying out units appertaining to the gaming device. If there is sufficient credit available on termination of a game, then a new game may be started.

A coin operated automatic juke box is known which is provided with a number of records to be played in a magazine and a running mechanism by which each individual record is lifted out of the magazine and placed on a turntable, the record is played and then returned into the magazine after it has been performed. A record selecting device is used enabling the player to select a particular record, the record selecting device being associated with a storage unit to store the selected record side. The juke box has a credit indicating lamp

associated therewith which lights up when sufficient credit is available.

Amusement devices of the above types are normally completely separate both as regards their structure and their function and are generally placed in public houses gaming saloons, etc. Thus, a user of the gaming device, if he wishes to select and listen to a piece of music at the same time, has to walk across to the juke box to enable him to make a record selection. In this time, however, another person may actuate the gaming device which is of disadvantage to the previous user since the gaming device may give an indication that within a short time an increase to his winnings or a granting of special games is expected. A further disadvantage of a gaming device and juke box being placed separately consists in the necessity of the user having to have a sufficient supply of small change for actuating the juke box. The user of the gaming device, can if the credit counter indicates sufficient credit obtain intermediate repayment of credit, but it is necessary each time to insert coins again into the gaming device which all in all is time consuming and cumbersome. Furthermore, the separate placing of the devices is disadvantageous inasmuch as a relatively large floor space is occupied and on the other hand since two devices entirely separate from each other have to be produced, high purchasing costs are entailed.

Therefore, the object of the invention is to produce an amusement device of a simple structure, to enable the user to actuate two different devices from one location and moreover, to enable the amount of small change required for the actuation to be kept to a minimum.

According to the present invention there is provided an amusement device, comprising a juke box in combination with a gaming device which gaming device is detachably secured to a vertically extended rear wall of the juke box and a credit counter of the gaming device is electrically associated with the juke box in such a manner that on actuation of a transfer button a predetermined amount of credit on the gaming

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device is transferred as credit to the juke box.

The advantages obtained with the invention consist especially in the fact that such an amusement device takes up little space and the player can operate the two devices simultaneously without leaving his position. Moreover, the player needs relatively little small change at his disposal, since simply by actuating the transfer button he can transfer an amount of credit from the gaming device to the juke box. Moreover, the amusement device according to the invention is cheaper than two completely separate devices to manufacture. Because of the dismountability of the gaming device, by means of a few mechanical manipulations the legal requirement of changing the gaming device every three years can be taken into account.

The present invention will be described further, by way of example, with reference to the accompanying drawing.

A coin operated gaming device 1 promising a win is secured to the vertically extended rear wall 2 of a juke box 3. The gaming device 1 consists substantially of game symbol carriers 4, a special game counter 5, credit counter 6 and a pay-out tray 7. The gaming device 1 has a coin slot 8 and a pay-out button 9 for cancelling the credit shown in the credit counter 6.

The juke box 3, known per se, has two spatially separated loudspeakers associated therewith, has a program holder panel 10 and a selector keyboard 11. Below the program holder 10 there is an indicator 12 for the record being played at present. The juke box 3 also has a coin slot 13 with a credit

indicating lamp 14 associated therewith which, when sufficient credit is available, lights up. Next to the credit indicating lamp 14 there is a transfer button 15 by means of which the credit of the gaming device 1 indicated in the credit counter 6 can by means of known electrical circuitry arrangements be transferred in toto or in definite part amounts to the credit of the juke box 3 and indicated by the credit indicating lamp 14.

WHAT WE CLAIM IS:—

1. An amusement device, comprising a juke box in combination with a gaming device which gaming device is detachably secured to a vertically extended rear wall of the juke box and a credit counter of the gaming device is electrically associated with the juke box in such a manner that on actuation of a transfer button a predetermined amount of credit of the gaming device is transferred as credit to the juke box.
2. An amusement device as claimed in claim 1, in which the juke box has two spatially separated loudspeakers associated therewith.
3. An amusement device substantially as hereinbefore described with reference to and as illustrated in the accompanying drawing.

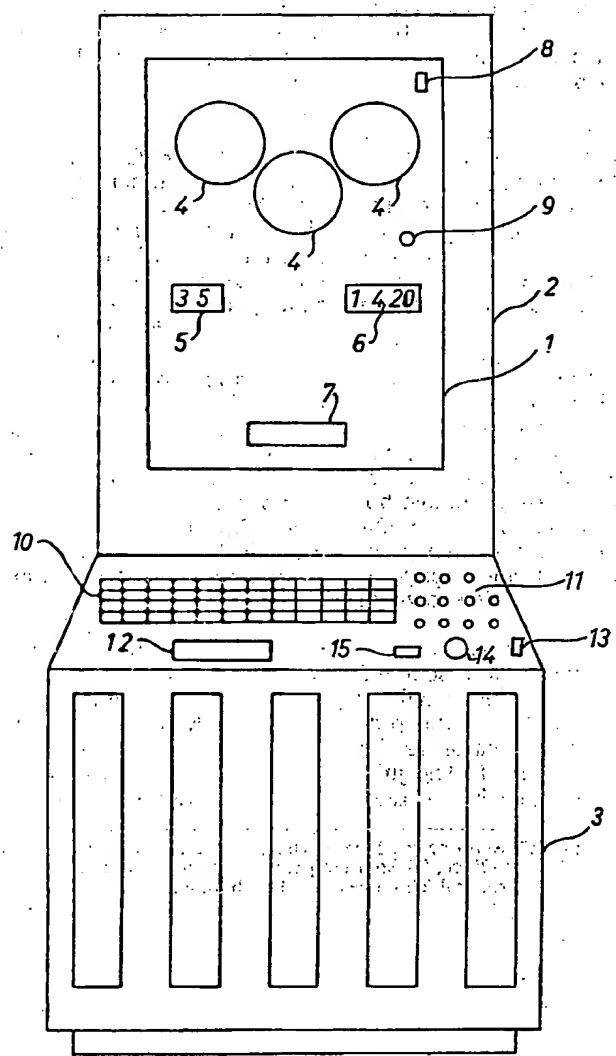
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COMPLETE SPECIFICATION

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